

# North Atlantic Convoy Raider

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## NORTH ATLANTIC CONVOY RAIDER RULES

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The Avalon Hill Game Co., Baltimore, MD, Printed in USA

### FOR:

TRS-80®, Level II, 16K

PET®, 16K

Apple II®, Applesoft® Basic, 16K beyond Basic

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### INTRODUCTION

This game pits the Bismarck against the British Home Fleet in a desperate attempt to bring England to her knees by sinking merchant ships or by dealing a decisive blow to her Home Fleet. The action occurs during the spring of 1941 in the North Atlantic Ocean.

### OBJECT OF THE GAME

You are the Captain of the Bismarck; the computer handles the British Home Fleet, convoys, and airsearch. The game is played on a 12 × 12 grid representing a portion of the Atlantic Ocean. The object of the game for you is to sink as many British merchant ships and battleships as possible while bringing the Bismarck back to port. The object for the computer is to sink the Bismarck as quickly as possible or at least force it back to port before substantial damage can be done to the British forces.

## **GAME DISPLAY**

The basic game display is the  $12 \times 12$  grid which will be printed on the screen at the start of each Strategic Turn. Each grid zone represents approximately 10,000 square miles and is printed as a sequence of three characters. '•' is empty ocean and '\*' is a German port. Convoys are represented by a 'C' and each battleship is represented by the first letter of its name. If necessary, all three characters will represent ships. For instance, a sequence of 'KBC' means that the German battleship Bismarck, the British battleship King George V, and a convoy all occupy the same grid zone. The order of characters is irrelevant.

## **BEGINNING THE GAME**

At the beginning of the game, the computer will initialize a sequence of pseudo-random numbers which will determine the initial British positions and will also be used throughout the game to simulate chance events. The computer will then print a title and a list of the British battleships. After a few seconds of calculation, the first Strategic Turn will begin in foggy weather.

## **STRATEGIC TURNS**

There are two types of game turns: Strategic Turns and Tactical Turns. The Strategic Turn begins with a printing of the  $12 \times 12$  ocean map, including all convoys and battleships which are currently spotted. Useful information, such as damage and remaining fuel, is printed on the map display. After printing the grid, the computer will ask for a command. Typing an H followed by pressing ENTER will signal the computer for a change of heading. Pressing ENTER ('N' for PET) will use the current heading. After requesting the new heading (if necessary), the computer will ask how many hours to continue on course. Unless otherwise directed, the computer will not begin a new Strategic Turn until the input number of hours has elapsed.

## **TACTICAL TURNS**

Each Strategic Turn will contain one or more Tactical Turns. A Tactical Turn is approximately thirty minutes to one hour of time. During the Tactical Turns, the computer does not normally require input. Messages will be typed on the screen to inform the player of events which transpire. When a major change occurs in the tactical situation, the computer will print a message and then wait approximately 4 seconds. Before beginning each new Tactical Turn, the computer will check for any input on the keyboard (holding down the space bar, for in-

stance). If there is any input, a new Strategic Turn will be started immediately. In this way, the player can interrupt the Tactical Turns if necessary.

## **COMBAT**

The Bismarck will fire its guns each Tactical Turn when sufficiently close to a British convoy or battleship. No input is necessary to fire at a convoy; it will be done automatically and the number of sinkings will be reported. When combat is necessary with a battleship, the computer will ask for a target ship. The player should reply with the name (the first character is sufficient) of the battleship at which he wishes to fire, or press ENTER ('E' for PET) in case he wishes to attempt to withdraw from combat. In case the Bismarck has lost all firepower, an automatic withdrawal attempt will be made and no input is required.

## **WEATHER AND LIGHT CONDITIONS**

There are two types of weather and two types of light conditions. During clear weather, the British Home Fleet is assumed to know the position, course, and speed of the Bismarck, and will plot intercepts accordingly. During foggy weather, the British Home Fleet will rely on the last course computed during clear weather. The light conditions are simply day and night. Night lasts from 2100 hours to 0400 hours. During the night, British gunnery is less accurate and airsearch is impossible.

## **MISCELLANEOUS DETAILS OF PLAY**

Headings are in standard compass degrees: 360 or 0 is north (up on the screen), 90 is east (right), 180 is south (down), and 270 is west (left). All convoys head due west at 10 knots. Occasionally, a convoy that has moved off the display is still close enough to be fired upon by Bismarck at the utmost western edge of the grid. Speed is measured in knots and fuel remaining is measured in hours. Heading east off the grid at a port zone will end the game.

## **VICTORY**

The victory conditions are heavily weighted toward the British (computer) to compensate for inferior ships and lack of a sophisticated strategy. Simply sinking one British battleship and then returning to port is not good enough. The game ends when the Bismarck is sunk or returns to a port, at which time the victor and level of victory are printed.

## EXAMPLES OF PLAY

This section gives some examples that will be useful for the computer game beginner. An important thing to keep in mind is that the computer expects the player to input his commands in a very precise format and terminate them by pressing the "ENTER" (or "RETURN") key. The computer is very literal-minded and can't make guesses about what was REALLY meant! (Note that there will be some very minor differences between the versions for the different computers, but all versions are very nearly identical.)

There are really only two major decisions that the player has to make: which direction to head and whether to attempt to withdraw from combat. The following sequence is typical:

COMMAND? (Computer puts this on the screen.)

H [ENTER] (Player requests heading change.)

HEADING? (Computer.)

270 [ENTER] (Player heads due west.)

HOW MANY HOURS THIS HEADING? (Computer.)

2.5 [ENTER] (Player.)

(The computer now cycles through tactical turns until 2.5 hours have passed, or until the player holds down the space bar.)

HOOD SPOTS BISMARCK (21:27) (Computer.)

HOOD SPOTS BISMARCK (22:03) (Computer.)

SURFACE COMBAT WITH (Computer.)

HOOD (Computer.)

(At this point, surface combat has started and the set time limit is discontinued. The game enters the combat sequence.)

TARGET? (Computer.)

H [ENTER] (Player. Short for Hood.)

MAJOR HIT ON HOOD FROM BISMARCK

(Computer.)

MAJOR HIT ON BISMARCK FROM HOOD

(Computer.)

MAJOR HIT ON BISMARCK FROM HOOD

(Computer.)

(This completes one tactical turn of combat. One trick that many players tend to forget is that if the space bar is held down quickly after typing the target ship, a new heading can be entered during combat. However, the combat will resume immediately after the new heading is input.)

TARGET? (Computer.)

[ENTER] (Player. This is an attempt to withdraw.)

('E' RETURN for PET)

**BISMARCK ENCOUNTERS DENSE FOG (22:56)**

(Computer.)

**COMMAND?** (Computer.)

(The withdrawal attempt is successful and a new strategic turn is begun.)

While entering commands may seem difficult at first, a little experience will make entering them almost second nature. Note that the computer won't let you do anything against the rules, so don't worry about that!

## **CASSETTE LOADING INSTRUCTIONS**

### **TRS-80**

With **SIDE ONE** of the cassette up, put it into the recorder, and rewind until the tape stops moving. Check that the volume control is set to the proper level (between 5 and 6 is normal). Press **'PLAY'** on the recorder, type:

**CLOAD**

and press the **'ENTER'** key on the keyboard. The recorder should start to move and your program will be loaded. This will be indicated by the flashing asterisk at the upper right corner of the screen. This program is not short, and will take several minutes to load. When the tape stops and the TRS-80 prints **'READY'** on the screen, type:

**RUN**

and press **'ENTER'** to play the game.

### **APPLE II**

The **APPLE** program is located on **SIDE ONE** after the TRS-80 program. There are two copies of the TRS-80 program which must be skipped before the **APPLE** program can be loaded. By listening to the tape, you can tell the difference between the two programs. The **APPLE** program is easily recognized by the relatively high pitch and 'pure' quality of the calibration tone at the beginning of the program. This tone is free of the characteristic TRS-80 buzz. Find the beginning of an **APPLE** program and position the tape to just after the start of the calibration tone. Set up the recorder for input. On the keyboard, type:

**LOAD** (Don't hit **'RETURN'** yet).

Press 'PLAY' on the recorder and immediately press 'RETURN' on the keyboard. The computer will start reading in your program. The computer will beep twice, once at the beginning of the program and once at the end. This program is not short and will take a few minutes to load. When you hear the second beep, type:

RUN

and press 'RETURN' to play the game.

## **COMMODORE PET 2001**

Turn the tape over so SIDE TWO is up. Insert the tape in your recorder and rewind to the beginning of the tape. When ready, type:

LOAD

and press the 'RETURN' button on the keyboard, then the 'PLAY' button on the recorder. The tape should start moving, and start loading your program. This program is not short, and will take several minutes to load. The computer will tell you when it finds the program and starts loading. When done, the computer will print 'READY', and the tape will stop. Type:

RUN

and press 'RETURN' to play the game.

## **IF YOU CANNOT LOAD THE PROGRAM**

1. Check your equipment carefully to be sure that all cables and connections are correct.

2. Re-read the section in your computer's manual that tells you how to load a tape. Try to load the tape again.

3. If you can adjust the volume on your recorder, try different settings, both higher and lower.

4. Each program is recorded twice on the tape, one recording right after the other. By listening to the tape, find the beginning of the second recording and try to load it.

5. If possible, load another program from a tape you know works on your computer. This will prove that your equipment works. Try once more to load your game.

6. The normal reason tapes will not load is tape recorder head misalignment. Your computer may be able to save and load programs on its own recorder, but be

unable to read tapes made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.

7. If the program still cannot be loaded, send the cassette, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the cassette or play the game and what you did to try to get it to load.) to:

**Avalon Hill Microcomputer Games**  
4517 Harford Road  
Baltimore, Maryland 21214

Defective cassettes will be replaced.

### **After the program is loaded**

Once you have your program loaded, it is a good idea to make a backup copy (for your own use). Follow the normal procedure for saving a basic program in your computer's manual.

## **YOU NAME IT, WE'VE GOT A GAME ON IT . . .**

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## **QUESTIONS ON PLAY**

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "*complete*" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

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